

## **Lesson Plan #2 for Gamestar Mechanic – Basic Terms & Concepts**

---

### **Learning Objectives**

- Students will play and analyze Gamestar Mechanic for the basic elements behind game design.
  - Students will identify terms and concepts used in the games through a matching card game.
- 

### **Lesson Design**

#### **Preparation:**

In preparation for this lesson, the librarian will register all students in the premium version of Gamestar Mechanic. Logins will be provided to students during this first class on gaming. The librarian will reserve the school's computer lab for the same time slot for the duration of the unit. All element cards and materials for the lesson will be prepared and copied in advance.

#### **Prior Knowledge:**

Students will have reviewed narrative elements with their teacher in a prior lesson. The teacher will also have introduced how other games that students have played utilize narrative elements in their design.

#### **Lesson sequence:**

**Set Up (3-5 minutes):** Hand out login information to all students. Ask all students to log on to the school network and open an Internet browser. Students will be reminded of the school's Internet policies and be reminded that they should only be on the Gamestar Mechanic site for this class period. There will be no free time on the computer. Have each student log in to their student account. Students will be introduced to the basics of Gamestar; such as students will need to complete quests i.e. play the game in order to earn sprites, the components of a game.

**Guided Practice (20 minutes):** Students will play episodes one and two of the first Gamestar quest. The teacher and librarian will go around the room and help students who are having difficulty. If it is needed, students can be paired together to help each other accomplish the episodes. If students do not complete the first two episodes, they will be asked to complete them for homework. If students finish the first two episodes early, they may continue to work on the rest of the first quest in Gamestar Mechanic.

**Review (10-15 minutes):** Teacher will hand out Element Cards to students. Students will be asked to match the images on the cards to the correct terms. This will be a game, and the first student to complete the matching game correctly will win a bookmark.

Closure (5-10 minutes): The librarian will lead a discussion with the students about the terms and concepts that they learned while playing episodes one and two of the first quest. The librarian will lead a guided discussion about the terms and concepts. Do students understand all of the terms and concepts? Did the students enjoy playing the episodes in the first quest?

Independent Practice: Students will complete the first quest of Gamestar Mechanic as homework.

Assessment: The teacher will verify students' completion of the first quest in Gamestar Mechanic.

**Materials:**

1. Computer Lab
2. Gamestar Mechanic Credentials
3. Element Card Game
4. Element Cards Answer Key

Adapted from Gamestar Mechanic Learning Guide -  
<https://sites.google.com/a/elinemedia.com/gsmlearningguide/game-design-101/lesson-1-terms-and-concepts>